DEVICE AND METHOD FOR CONTINUOUSLY SHUFFLING AND MONITORING CARDS

the number of cards drops to 158 (the preset number), the microprocessor will stop delivery of cards to the shoe. Limiting the number of cards outside the rack assembly maintains the integrity of the random shuffling [process. Although] process. Although a description of preferred embodiments has been presented, various changes including those mentioned above could be made without deviating from the spirit of the present invention. It is desired, therefore, that reference be made to the appended claims rather than to the foregoing description to indicate the scope of the invention.

## IN THE CLAIMS

Please delete claims 2-18 and 26-40, without prejudice, as directed towards non-elected subject matter, Applicants reserving the right to file divisional/continuation applications on that subject matter and any other subject matter disclosed in the specification as filed. Applicants are retaining claims 1 and 25 as a conservative practice, but the Examiner is authorized to cancel those non-elected claims, without prejudice, upon allowance of all remaining claims in the Application.

## Please add the following new claims:

41. A method for continuously resupplying randomly arranged cards in a playing card handler comprising:

providing a card staging area for receiving playing cards to be handled;

providing a plurality of playing card-receiving compartments that are capable of receiving one-at-a-time more than one card into each compartment, the card staging area and the playing card-receiving compartments are relatively movable;

providing a first playing card mover generally between the staging area and the playing cardreceiving compartments and moving a playing card from the staging area into the playing cardreceiving compartments;

providing a second playing card mover for removing one or more playing cards from the playing card-receiving compartments;